PROJECT 202

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INTRODUCTION

You are about to embark into a new way of life. You will learn how to take the gamble out of gambling. This is possible. It is not beyond the realm of possibility for any reasonable person.

Forget what you have been told or heard, your entire life about gambling. You may even have believed many of the non-truths about the most fascinating pastime of human beings.

Clear your mind of all negatives. I have discovered the real inside track for successful wagering. And I mean ALL forms of wagering! For all gambling games (so called gambling) have basically the same form...the chance for the player to predict the upcoming order of results, and to be rewarded when he or she does. All games of chance can be described in this basic explanation.

For countless centuries man has gambled for everything he has sought. The winners were called heroes, the losers...were soon forgotten. The history of man will never be described by historians as "gambling", but this is what it is. All successes were the direct or indirect result of a gamble someone, somewhere took at the prescribed time.

Just think about recent happenings in the world, and even yourself. Try to think how many times you gamble, in the real sense of the word, every day! You may try to buy a house which you know you may not qualify for in the eyes of the bank, or you may try a short cut to work one day, not even knowing for sure if it is a short cut. But there are countless other moves you make, many which you would never think to call gambling, but are just that...THE WILLINGNESS TO TRY SOMETHING WHICH WILL GIVE US WHAT WE DESIRE...WITH THE PROBABILITY (EITHER SMALL OR LARGE")...OF FAILURE!

It is this chance of failure which makes WINNING at gambling such an incredible feeling.

But in the real world, games of chance can be expensive...particularly when we do not know what we are doing. We all know this as past visits to the races or gambling casinos are still in our memory. This does not have to be so! Losing for some people has become so routine. . . they actually expect it, and really believe they cannot win under any circumstances...over a period of time! This is sad. Many of these same people would not continue any other form of recreation if they were to never succeed. How many people would play baseball if they never got a hit...or how many would swim if they always fell to the bottom like a rock? But gambling holds such a special fever because of the anticipation of success, which for many is even better than the actual win!

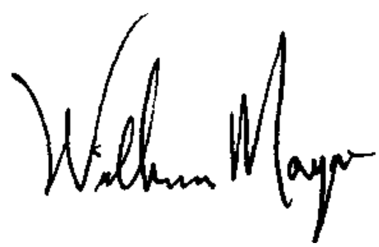
PROJECT 202 has turned my life around and taught me something which enslaved me for decades...everything in

this world which is thought by most to be impossible. . . is possible.

For years the possibility of winning at games which have what the mathematical wizards call "negative expectation", was thought to be impossible. This has changed now, or rather it has come out in the open. . . for provable discussion.

PROJECT 202 will show you how to take advantage of all results at all forms of gambling. In the past, no one could conceive of the player actually being in a more advantageous position than the gambling casino or race track. But PROJECT 202 will do just that!

I am proud of my discovery. But perhaps I should not take the credit for the discovery. . . as I am sure there are a few who have discovered what I have, but have kept it a secret. But I welcome the title, the inventor of PROJECT 202, if for no other reason than to reward me for the incredible amount of time, worry, money spent, failures before success, and just plain hard work. For all this which I have invested. . . you may call me the inventor of PROJECT 202, and I will gladly accept the phrase.



The concept of PROJECT 202 came into being when I discovered the basic rule of all forms of wagering. This rule is "trends". All random happenings occur from trends, not the other way around.

Let me explain. When you flip a coin, each side has the exact same chance of coming up over any given series of flips. But they do not come up that way. One side will always favor over the other. This means that in random happenings, although each separate result is random, the series will not be completely random. Because...trends will determine how many more times one side will show over the other.

It is this simple rule which has confounded all mathematicians into believing that random chance or "gambling" cannot be predicted into patterns or trends, because each result is an unpredictable happening.

But the data they use is based on the overall picture. Such as, if the chance of each side coming up when you flip coins is both 50%, then according to their data you will always have each side show the exact same number of times. This is blind math. This is what the experts have used for centuries to tell man he cannot win at games of chance, and most men have believed them.

Blind math does not take into account the "trends" which happen from all games of chance. These trends are more dominant than the mathematical basis of their theories. Nothing which is random, happens in a completely random way!

There are many old time gamblers who did not listen to any of the laws of math, and just followed their own set of rules which they put together after years of experience. They have been winning for years. Not even aware that according to blind math, their winning was mathematically impossible! I have known some of these men. It has been my pleasure to even watch some of them apply their experience to different casino games and/or horse racing. They all used slightly different methods, but the one basic rule they followed was to take advantage of trends.

Although their methods worked fine for them, it did have a basic flaw. It took years of experience to locate these trends, and even longer to know how to bet them when they did occur.

Let me explain here, about what I mean by trends. . . just in case you are not clear on this.

If you flip a coin one thousand times, you will get a series of six successive happenings (either heads or tails coming up six times in a row) 9.4 times, four consecutive results will occur about 58 times...and even two consecutive happenings will happen over 350 times. These rules are in fact based on the law of probability. They are part of the very law which states that there is a 50% chance on each flip that either heads or tails will happen. But this law which states the above consecutive occurrences will happen also says that each toss is different, and that what has just happened has nothing to do with what will happen. There seems to be a contradiction within the laws of probability.

But not really. The law is telling us that although each toss or chance of something happening is 50-50, over a period of successive tosses, one side may show up more often than another. This one sided favoritism is simply what I call "trends". Many identify it as good luck. But luck does not really exist in this sense. What happens will happen no matter what or where we are. What is good luck is knowing what to do when you have the opportunity to take advantage of these happenings.

I do not want to spend too much time explaining these trends, but I do want you to understand what we are talking about later in the book. We will return to this many times in future pages. The whole basis for PROJECT 202 is trends, and how to bet them. So please understand the reason behind the rules. This will make it easier for you to apply those rules.

In all wagering, regardless of the game you are playing at the time...different levels of results can be expected to happen. By "levels" I mean in terms of wins and losses. Thus it can be said, if you make ten bets and win all ten of these bets, you are on the first level of results. You had no losses, so you should not venture beyond this bet scheme, since you are in fact...winning. But suppose you lost two or three of the bets you made, and your win/lose sequence looked like this...W W W L W W L W W L . Betting one unit on each decision you would end the betting sequence with seven wins and three losses. This would give you a profit of . . . four units. Yes, I said four units. At first glance you would think with a 70% win return, out of ten bets you would do better than just four units. But each win must cover a loss...right?

Now lets turn this sequence around. We will now show what happens when we encounter seven losses and only three wins Example...L W L L L W L L W L . Our ending series leaves us with a minus of four units. Once again each loss is cancelled out with a win, so even though we lost 70% of our bets we still lost only 40% of our capital. This is also true with the above example which showed us winning 70% of the time, we still only showed a 40% profit.

In both of these examples something remarkable has been shown. OUR ACTUAL WINS AND LOSSES, PERCENTAGE WISE...CONCERNING OUR CAPITAL WILL ALWAYS BE LESS THAN THE REAL PERCENTAGE OF RESULT WINS AND LOSSES, EXCEPT WHEN WINS AND LOSSES ARE EVEN. WHEN THIS HAPPENS, THE RESULTS ARE ZERO. This is remarkable because, we will always need less real capital than whatever the true win/loss sequence is. This means that each loss in result does not mean a 100% loss in capital. See above, a 70% loss only equaled a 40% loss of capital overall. So it ban be said, when we lose one bet we only lose approximately 60% of the unit. This is based, of course, on the overall series of results and not just a situation of making one bet & leaving, win or lose.

Although the same can be said for winning, the most important discovery here is the fact that the losses are not *as* bad as first thought with a bad win percentage. Even if we won only one bet out of the ten...with 90% losers, we will still lose 80% of our bets (capital). Although this seems pretty bad anyway, our losses are still less than the real win/loss sequence of results.

This simple example points out the difference between the fallacy of using the win/loss sequence or blind math, to determine what the real money results will be at any given

point for a game of chance. This is the basis for a plan of wagering which can show dramatic results, even when the win/loss sequence is far from profitable on an even bet scale. It is this discrepancy which alerted me to the possibility that mathematicians were wrong when they stated that games with a negative percentage were unbeatable.

I would like to show an even more dramatic result with our original ten result sequence from the preceding page. If you can't picture it, this is what it looked like...W W W L W W L W W L. Now suppose we were betting in units of ten, on each result...and we raised our bets just 10% after each result, win or lose...until we showed a profit, then we would start with the original ten unit bet. I will show the bet and the result after each wager below:

W———bet 10——— +10

W———bet 11——— +21

New series would begin here W———bet 10——— +31

L———bet 11——— +20

W———bet 12——— +32

New series would begin here W———bet 10——— +42

L———bet 11——— +31

W———bet 12——— +43

New series would begin here W———bet 10——— +53

L———bet 11——— +42

We made an additional profit of 2, if we had been betting flat bets this would be a total of 40 and not 42. This is not dramatic because we were betting more money overall. Now let-me explain something about the progression of bets above. In the first bet we did win, so you may ask why we didn't keep the second bet at 10 since we did show a profit at that point. The reason is, it is not a profit because we would have bet that on the next result, so after you made the second bet, before you knew the result, you would still have just the same amount of capital.

The results above, when turned around change the final picture from betting flat bets. In that situation the results would look like this...L L L W L L W L L W . On the next page I will show what happens when we apply the same betting scheme to these results...raising our bets 10% after each win or loss

until a profit is shown. When figuring the 10%, rather than calculating what 10% of 11 or 12 is, we will simply raise it by one until we reach 15, then raise it 1.5 (1 1/2). The results in reverse follow:

L———bet 10——— -10

L———bet 11——— -21

L———bet 12——— -33

W———bet 13——— -20

L———bet 14——— -34

L———bet 15——— -49

W———bet 16.5—— -32.5

L———bet 18——— -50.5

L———bet 19.5—— -70

W———bet 21——— -49

Now at this point we are 49 behind, when betting flat bets we were only 40 behind, so at first glance it would seem to be a bad way to bet. But there are hidden good points within the results above. First, look at the amount of money which was wagered. With flat bets a total of 100 units would have been bet with a 40 unit loss, which would equal a 40% loss. Above...a total of 150 units were wagered which is a full 50% more but our loss only increased about 24%...less than half! Also, only three more winning bets would put us ahead, but with flat bets three more winning bets would still put us 10 units behind. We will continue out the series above with the three additional winning bets below;

W———bet 23——— -26

W———bet 25——— -1

W———bet 26.5—— +25.5 (At this point our bets would still be raised because we continue raising 10% until we show a profit.)

Now something which is not supposed to happen, has happened. We have lost more bets than we have won...we lost seven and won a total of six. Mathematically, we should be behind, but in reality we are ahead! Now please do not think PROJECT 202 is based on the above progression, and now you are ready to attack the casinos, or race tracks. The examples above ARE NOT the rules

to PROJECT 202. So please do not jump to any conclusions.

The examples are to show how a simple betting scheme can change the face of mathematical permutations. What is an apparent losing series...six wins-seven losses, has been turned into a winning series by altering the bet ratio according to the prior result. PROJECT 202 does this, but different than the examples just presented. It has built in safety features which will turn results even more dismal than presented here into winning results. . . in the long run and protect profits at each point.

We now have a basis for understanding PROJECT 202. The winning process must involve what we have discussed so far, the ability to alter wagers according to the results which are currently in progress. Not by some wild form of progression which will blow us away at the first mild upset...but a well planned escalation and de-escalation of wagers at just the right time within the betting series. This, in essence...is how PROJECT 202 works.

PROJECT 202

We are now ready to present the rules of PROJECT 202. If you feel I have spent too much time explaining the basis of PROJECT 202, please understand that I must lay the proper foundation for the rules or you would not understand the reasoning behind the rules. Many things you have read up to now, will surface later and you will feel comfortable with what has been said, since you will understand better.

As we have seen in prior examples, the results can be altered to our advantage, when we adjust our betting scale according to some preconceived plan. The major problem would seem to be how to adjust this betting scale when results are not going favorably. But this is not such a problem.

When you approach a gambling table, slot machine, or even a day at the races, your results can be measured at different levels of success or failure. It does not take long to determine how things are going. These "levels" can also be used to determine what our betting scale will be. What I mean is . . . we can adjust our level of betting to conform to the level of success we are having. This is the only way to know when a slightly higher bet may be necessary. I am not talking about a steep progression, such as raising bets after each loss. This is the sure way to disaster. It is also not necessary. When we encounter a losing series, in which I mean more bets are lost than won, you would only make it worse if you raised your bets after each loss. This would cause you to lose more than if you were betting flat bets.

But if we bet the same amount during this losing series, on each wager, and then adjusted our bets upward slightly for the next series, it would not take as long in this second series to make up prior losses. For example, suppose we encounter the following win/loss sequence (it does not matter what the game is we are playing...only the series of wins and losses at this point is important):

W L W L L L W L W L L

Using the above sequence and betting units of ten on each result, we see we are 30 units behind after the series. Now in all games in any casino including slot machines the most fixed percentage they have against you is about 5%. Some games are slightly more, some are much less. Even horse racing, with the worst method you will lose about 10% of total money wagered with flat bets. This works out to about 45 to 47 winning bets and 53 to 55 losing bets, with slight variations. So the above

sequence of results are much worse than you should encounter mathematically. They represent about a 28% edge over the player. But we will use them anyway to prove a point.

Back to our example. When we ended the last series we were 30 units behind. So lets raise our bets slightly to adjust to the level of results which we just encountered. Let us raise our bets just 20% for the next series to see what effect this will have. In our second series we encounter the following sequence of results:

L W W L W L W W L W L

As the series ended we had a profit of 12 units. Six wins and five losses with our bets 20% higher than in the last series. We are now a total of 18 units behind .. .with our overall win/loss results at 10 total wins and 12 total losses. Now we will adjust our bets slightly upward since we are still in the red. We will raise them again 20% for the next sequence to 14 units. We will use 14 so calculating will be easier. The third series follows:

L W L W W L W W L W

Now as the series above ends we are 28 units ahead, because we were betting 14 on each result and we won six and lost four. Overall, for the last three series we have won 16 bets and lost 16 bets. But overall, for our betting, we are 10 units ahead. We should be even but we are ahead! And we did this, not by doubling our bets or even raising them dramatically, but by just adjusting our wagers slightly upward 20% to the level necessary to overcome the earlier series.

Now do not jump to any conclusions yet. Don't run out thinking you have PROJECT 202 down pat, and are ready to attack the world of gambling head on. There are many things to learn. The above examples were a peek into things to come.

Now when we encounter a»winning series when we first play we must protect those wins for the next series. So we will adjust our bets DOWNWARD for the next series. The amount we adjust our bets will be determined by the capital we had when we first began playing in relation to how much we have now. This is the same for both wins and losses. For example, if we bring $100 to the game, whatever the game is, and after the series, we have lost $20, we have lost 20% of our capital, so therefore our bets for the next series will be adjusted according to this figure.

This would also work in the same manner if we were to win 20% on that first series. The bets for the next series would be adjusted downward because of the winning sequence.

Now the first question comes to mind, how long *is a* series, and how do we know when to quit the series and begin another? This will depend on the game we are playing and the number of losses we have had within a given number of results. We will break these different games down according to fixed percentage numbers so you will know how to apply PROJECT 202 to each one.

What has been presented so far brings us to the first rule of PROJECT 202:

The first series will begin with flat bets (all bets of the same size). The duration of series will be according to the table...A-l. Once the series has ended, we will adjust our wagers according to the table...A-2.

TABLE A-1

GAME	RATING	SERIES DURATION
CRAPS* BLACKJACK BACCARAT	ONE	25 consecutive decisions
ROULETTE** BIG SIX DICE*** BIG WHEEL	TWO	40 consecutive decisions
SLOT MACHINES	THREE	50 consecutive decisions
PARI-MUTUEL RACING ****	FOUR	10 consecutive decisions
ALL OTHER GAMES *****	FIVE	40 consecutive decisions

* Pass Line and Don't Pass bets only.
** Even bets only. (Red/black-high/low etc.)
*** Even bets only
**** With enclosed systems only. See racing section on how to apply to other selection methods.
***** Except for KENO. Use rating FOUR for KENO.

The above table was assembled after much research. It is based on the fixed percentages of each game in relation to how many decisions are necessary to obtain results which are as close to probability as necessary... for each game.

This table means, when you have had the listed number of decisions for the game you are playing...over 85% of the time (86.2% exactly) the results will be nearly the same if you continued playing. *If* you played 25 hands of Blackjack and had the following results...10 losses and 10 wins and 5 pushes (ties)...there is an 85% probability the results for a continued series would be the same. This means immediate results. The longer the duration the further the additional results would be from the original 25 decisions,

We know then to stop the series and begin another with the altered bet size to take advantage of the expected results for the second series.

The following table will tell us how to adjust our bets when we end the first series.

TABLE A-2	
CAPITAL DECREASE	**RATING AND BET INCREASE**
5% or less	(l)Bet same as first series(2)10% (3)25%* (4)5% (5)10%
6% to 10%	(1)5% (2)10% (3)50%* (4)10% (5)10%
11% to 20%	(1)10%(2)20% (3)50%* (4)20% (5)20%
over 20%	(1)20% (2)33% (3)100%* (4)33% (5)33%
	*For machines under $1, increase 100% minimum
CAPITAL INCREASE	**RATING AND BET DECREASE**
5% or less	(l)Bet same as first series (2)10% (3)25%* (4)Same as 1st series (5)10%
6% to 10%	(1)10% (2)10% (3)25%* (4)10% (5)10%
11% to 20%	(1)20% (2)20% (3)50%* (4)20% (5)20%
over 20%	(1)20% (2)33% (3)75%* (4)33% (5)40%
	*For machines under $1, do not decrease bets.

The above table will tell us how to handle the series after the first series has been played. It reads as follows...the rating number which tells us the series duration (see Table A-l) for each game is listed in parentheses, the number with the percent symbol tells us how much to increase or lower our bets after the first series has been played. Sometimes we will make the same size bets and this will be listed as "Bet same as first series". I hope now you can see the beauty of PROJECT 202, Unlike many methods which increase bets after each and every loss with no adjustment for any good periods which have added to capital or

any adjustment which may have shown the series to end up with a profit even if the early part of it was no good. To simply increase bets the same amount all the time after a loss without knowing what the total affect of the loss is on the capital you started with...is ineffective! Why raise your bets from one unit to two units...almost 100%, when you don't even know how your current session will end? It makes no sense. This is how all gamblers go broke.

The only sensible way to win is to adjust your future bets based on what your past sessions have done. This method is so powerful...it is impossible to lose in the long run. Even flat bets cannot compare to this system of betting. I will give you an example of PROJECT 202 as compared to flat bets. Even when you win, with flat bets, you lose when you compare the results to PROJECT 202. But first, let me explain Table A-2.

Do not think you will have to carry around a copy of the tables and consult them to know what your next move is. The only thing you must do is look at Table A-2 after your session to see how to begin your next session. That is...if you do not have it memorized. It may look complicated at first, but when you are playing a specific game, the only information you need is for that game.

Let us say we are playing Blackjack. This is Number ONE rating. (See Table A-l). We are keeping track of the number of decisions for our series, and after 25 decisions we see that we have lost about $40 out of our $200 capital. Capital requirements and methods for keeping track of each series will be explained shortly. They are very easy so don't be scared off. Back to our example. We have lost $40 out of $200, which is 20%. So we see that after our first session we have a capital decrease of 20%. Go to the top of Table A-2, under CAPITAL DECREASE. Look down to the column 11% to 20%...then look across to the right and you will see (1) 10%. We are playing a Rating One game, so we know to increase our bets for the next session by 10%. We will keep our bets for the next session at 10% higher than the first, and then make another adjustment after the second session is over (second session or "series duration" is 25 consecutive plays, as are all series durations for Rating One games). Now, if after the second session (25 consecutive decisions), we are still behind 20% or less, we will continue our bets at the same 10% higher amount than the bets in the first series. If we are more than 20% behind after the second series, we will adjust our bets for the third series according to table A-2. As you can see, in this case we would increase our bets for the third series by 20%. Now this means 20% higher than our bets from the <u>first</u> series, not 20% higher than the prior series. So if we started with $10 bets in the first series, and we had to increase our bets 10% in the second series, and then we had to increase our bets in the third series to 20%, those bets would be $12. I will list the specific rules shortly. *I* just wanted to explain this chart right off so you would not be confused too long before I explained it. It is simple when the only information we need is for a specific game.

The next specific rule for PROJECT 202, *is as* follows;

The second series bets will be based on Table A-2$_5$ Using our beginning capital to determine the percentage of increase, or decrease, in that capital. J8Ii» Table A-2 will tell us the percentage of our bets which will be increased or decreased.

There are some specific situations which will arise. The following rules will cover those special situations.

When we end a series and we are still behind with our percentage of capital, we will continue betting the same amount as the prior series...UNTIL THE FOURTH SERIES ! If after three series we are still in a decreased percentage with our capital, the next series...you will DOUBLE the recommended bet increase in Table A-2. You will then increase your bets using that bet increased number...until three more series, or unless you have shown a profit and your capital is in a positive situation. Once again, if after the next three series you are still negative capital-wise, you will again DOUBLE that number of percentage increase. But you will never increase your bets beyond *2* times the original wager in the first series (250%).

Now let's explain. Don't get worried here. It is not as difficult as it sounds. Let me clarify a few things. First, remember we are talking about those instances when you are having a "capital decrease". Follow along with what I say.

*If after the first series you are down 20% with your capital, and you are playing a rating ONE game, your next series bets will be 10% higher (let us assume we started with 10 unit bets).

*Now suppose you have ended the second series and you are still down 20% OR LESS with your capital, you will then continue with your 11 unit bets.

,* You have now ended the third series and you are still behind 20% or less with the capital. You will now DOUBLE the recommended percentage for a bet increase. So you would begin the fourth series betting 12 units, the 10% listed...doubled.

*After betting each of the fourth, fifth and sixth series you are still 20% or less behind, for the seventh series you would again double the percentage you had been betting...which would be 40%, or 14 units.

*Continuing on to your next three series, which ends with you still behind in capital 20% or less, so for the 10th series, you would double the 40% bet increase and make it 80%...with your bets at 18 units for the 10th series.

*If you go three more series with the percentage of capital still 20% or less behind, you would double the percentage of increase again like so...80% X 2=160%...which would be 16 extra units for a total of 26 units. BUT, we have a 2\ times bet limit increase (250%) so your biggest bet would be only 25 units. You would continue with that base bet until your capital was in a positive percentage situation.

If the capital decrease is over the original 20% decline you would use that figure as in Table A-2, in the last column... listed "over 20%". You would then double those figures as mentioned above. As you can see the whole procedure is very simple. You will not need to use the tables after awhile, because you will have it in memory. Since you only have to remember the increases for the game you are playing at the time.

The next rule will handle the situations when our capital is in a INCREASED percentage state. After that *I* will explain several points about SLOT MACHINE play, and the increases and decreases in bets.

When we end a series and we are AHEAD in percentage of capital we will continue betting the same amount as the prior series, as long as we are in a positive capital situation and are ahead the same percentage of capital. If our capital increases over the percentage of the prior series, we will adjust our bets down as the recommended percentages in TABLE A-2 dictate. But, we never exceed the percentages in TABLE A-2, as we did in the prior rule concerning capital decrease. WE ONLY USE THE PERCENTAGES AS LISTED IN TABLE A-2...and we do not go any lower.

What this rule means is, if you go beyond the third series and you are still ahead you do not go in reverse of the prior rule and double the percentage of bet decrease. You simply continue to bet the same as the table says to, increasing only when the capital increase continues. So if you ended the first series with your capital 10% over what is was when you started and you were playing a rating ONE game, you would bet 10% less with the second series, which would be 9 units if you started with a 10 unit bet.

Now suppose you ended the third series with a 25% capital increase overall...you would start the fourth series with a 20% decrease in wagers which would be 8 units. You would never go lower than that since the chart says over 20%...would mean a 20% decrease for rating ONE game. We do not double the percentages as in our capital decrease rule. Just use the percentages as listed.

Now do not worry, I will summarize the rules later and outline the entire procedure. Once you see the simple way to calculate your bets the whole procedure will fall in line. It is so very simple...much more simple than the detailed explanations here. I am trying not to leave any details out at this point, so there

will be a rule for each problem you may encounter. But you should not have any problems. The tables are guides which make* it easier for me to show you the procedure for each game, not meant to be carried and consulted at every chance. It is not necessary, and it was not meant to be used in this manner. Later in this text I will have a section which will cover the procedure for each specific game. You will know exactly how to play the game of your choice.

*If you look at TABLE A-2 you will see an asterisk for each number three rating, which is SLOT MACHINES. We will need to adjust our bets at slot machines differently than for other games because of the limitations of coinage we can use. If you start with a 25¢ bet, you cannot increase that to 30¢ because there are no 30¢ machines. So we must make adjustments in other ways.

We will do this in several ways. Suppose you are at *a* 25¢ machine and you must increase your bets 25%. You cannot bet 31¢, so you must increase you bets by playing another machine or by increasing your action. In other words play two machines. Even though you cannot increase the bets the exact percentages, when playing machines under one dollar, you must use the chart in the best way. This is what I do. I never play anything less than a $1 machine now, but when I did, I played the machines which will accept one to five coins. You may bet as low as one quarter and as high as five quarters with these machines. The way I play now is, to seek out dollar machines next to quarter machines, or play several machines which are a 25¢ machine all at once. This way I can increase my bets as I wish and as the chart calls for. But for the 25¢ player you must double your bets after each series as the table says. Do this with either a one to five coin machine, or by playing two, then three, then four machines. This way you can increase as you wish. But do not DECREASE your action when playing 25¢ as a start. And when you are playing $1 machines, and you must decrease, move to 25* machines to decrease the right amount.

For heavens sake, don't get into the trap of thinking the machine you are playing is a lucky machine and you do not want to move from it! You are the one who is experiencing the series of decisions...not the machine! The favorable or unfavorable situation will continue in whatever way the percentages dictate, no matter what machine you play! Please believe this, and don't fall into thinking the machine is playing loose. The overall percentages are based on your own series.

SUMMARIZATION OF RULES

I will now summarize the rules of PROJECT 202 so you will be able to clarify any statements made earlier. Although the rules are simple, you must pay attention to the details of each one. If you have read the earlier text you will understand the rules much easier, Since it laid the foundation for what I have said.

* We will begin our first series with bets of the same size. The series duration for the game we are playing is given in TABLE A-l. After the first series, we will adjust our wagers for the second series, and all following series, according to TABLE A-2.

* We will use our beginning capital to determine the percentage of INCREASE (gain) or DECREASE (loss). Use TABLE A-2 to tell the proper percentage of increase or decrease in the second series and all following series...in regard to the size of wagers.

* Any series which is ended with a decrease in capital will call for the following series to INCREASE wagers. The exact percentage of increase will be determined by TABLE A-2. You will continue to wager the same amount of percentage increase in wagers for each three series," after which you will double the suggested increase, if at the end of each three-series set you are still in a DECREASED capital situation. After each series you will determine the percentage of increase of wagers by the total capital percentage decrease.

* You may double the percentages after each three series set, but you do not under any circumstances go beyond a 250% increase in wagers from the first series bets ($10 first series bet, would mean a $25 limit bet-250% etc.).

* Any series which is ended with an increase in capital, will call for a DECREASE in wagers for the following series. The wagers will be decreased according to the limits in TABLE A-2. But, we will never go beyond the percentages as listed in the TABLE A-2 (as we did in the two previous rules above).

* When any series which was in a DECREASED capital situation, shows a profit overall after that series, the next series will begin as another first series, and the rules governing first series and beyond will once again be in force.

- When any series which was in an INCREASED capital situation, ends any series with an overall capital DECREASE, the next series will begin as another first series with the rules for the first series and beyond to be followed.

How To Use PROJECT 202 For Each Game

In this section I will show you how to apply PROJECT 202 to different games» With recommendations for capital size and procedures which will make the overall use of PROJECT 202 easy.

We will first begin with the Rating One games...CRAPS, BLACKJACK and BACCARAT.

When you first arrive in the casino, have in your mind the size of the bets you will begin with. This will be determined by the amount of capital you will have at your disposal. Capital requirements for Rating One games do not have to be as high as other games. But, I do suggest a base bet of at least $5. And $10 is even better. It is much easier to figure percentages with these amounts. But I do not suggest you use the $5 bet and go any lower or higher than one dollar either way. A $5 bet may go to $6, or down to $4...but do not increase by 50¢ (see TABLE A-2, Rating One increases and decreases). When you must go up or down simply substitute 20% in the early part for the *5%* and 10% increases in Table A-2. Also, in Table A-2, there is a 5% increase in the 6% to 10% range. This would not be acceptable for even a $10 bet. So just raise it to 10% when you are using amounts under $20. You will increase the base wagers any way, as you win more day in and day out. So when your bets are in the $20 to $100 range you can use the exact percentages given. Do not worry about the small differences now.

After each series I suggest you change tables. Not for any reason such as trying to change your luck or anything like that. It will be easier to start your next series. You may look for another table which will make you feel more comfortable, but the best reason is to consult the tables if you need to. And it is always better, to start a new series, as you start a new table. It does not matter what table you play at. Don't waste time looking for anything like so called "hot tables" or "cold tables". It does not matter. Just get your bets fixed in your mind for the next series and find another table.

The exact amount of capital you must have will vary of course, on the starting bets. I would suggest $100 for each one dollar of your starting bet in the first series. So for $10 starting wagers you should have $1000. But let me say this. I have never used more than $150 to $200 when I played PROJECT 202 in the beginning. And so far, even though my bets are much higher now, when I start the first series, I seldom need more the same size capital. So $1000 may be beyond the reach of many, and it may be a larger size capital than will ever be needed. It is

a super safe amount of capital. So let's just keep it at that. When you play blackjack, you must have hit and stand rules which you must follow. There is a chart in the back of the book which will give you the best moves, in handling the different hands you will get. Be sure to double down and split when it is called for. But count each time the dealer deals to you as only ONE decision, even though you may split cards and play two hands.

In Craps, I suggest you play only the Pass Line or the Don't Pass line. They are the best bets on the layout. And do not lay odds behind the line. They will throw off your calculations. Stick to the even money bets at Baccarat only. You can play with the bank or the player.

I keep track of decisions by using chips. Simply keep several one dollar chips, and drop one on a different part on the green in front of you for each 4 or 5 hands. Do it in an unnoticeable manner. Be careful, the casinos are paranoid about Blackjack. So do everything in a casual manner.

Rating Two Games...Roulette etc.

I love to play Roulette. I do not recommend the other games in this rating, but PROJECT 202 will win at them. The winnings will be at a slower rate, though.

When playing Roulette, play only the even bets. It does not matter which ones, either. Keep track of the decisions the same as in rating One games. Use chips to count each 4 or 5 spins. Once again, when a series has ended, change tables, and start again.

I suggest capital requirements to be about 150 to 1, for a super safe starting capital ($150 for each $1 starting bet).

Follow the same recommendations when starting with $5 or $10 bets, as mentioned in Rating One games.

Rating Three . . . SLOT MACHINES.

I cannot resist playing SLOTs. The money seems to be so consistent. I have spent weeks at major casinos in Las Vegas, and doing nothing but playing SLOTS, and, winning so much the entire vacation was paid for with a good profit besides. I like to play them when I feel like relaxing for awhile and not playing next to crowds of people, like at the other table games,

But the Slot Machines can offer a real challenge when it comes to figuring our percentages for wagers. There are many easy

ways when it comes to figuring our wagers. I suggest if you do like to play SLOTS, to play the one dollar machines. Now I know many of you think you do not have the capital to do so. But, let me tell you something you may not know. Many casinos payoff much more with the one dollar slots than any other. As a matter of fact, many turn the payoffs way up during the slow periods, like during the middle of the week, almost to the point of not having any mathematical edge at all, just to attract players.

It is so much easier to keep track of your wagers when you start with a one dollar base. But you can play 25¢ slots with much success.

Do this. Play 25¢ machines which accept one to five coins. This way you can raise your bets as needed at the same machine. Or if you cannot find any of those, simply sit near a row of machines which you can play more than one when needed. This way you will still be increasing your action. Keep track of your decisions by coins or by marking them down with a Keno crayon on a piece of paper.

The one dollar slots can be increased when you are next to 25¢ machines. Simply start playing the quarter slots as you play the dollar machines. Or you can play four quarter machines to count as one dollar.

But remember, if you are playing one dollar as your base, and you are playing four machines to add up to this one dollar, then count only once for each dollar you put it, for decisions. So you may pull the handle four times to get a one" dollar total on four 25¢ machines, but only count it as one decision.

Your capital requirements should be 500 to 1...so that would be $500 for a one dollar base bet. Again, this is a super safe requirement.

Rating Four...Pari-Mutuel Racing.

There is nothing like being outdoors at the racetrack to make you feel healthy. I play the horses and dogs as much as the other games. I love the track and all it has to offer.

We will cover Harness Racing, Thoroughbred Racing, and Dog Racing.

I will give you a simply method to select your plays for each one. These methods are completely mechanical and do not require you to attend the track to use. They also show a profit on their own (flat bet basis).

We will begin with Dog Racing.

I will show you a system which has won for me every time I attend the Dog races over a few days. You can select your plays for the whole night/day, then go home and come back tomorrow to collect.

This method of selection is as follows. Research has shown that inside breakers and outside breakers are at a disadvantage, because they do not as good an opportunity to see the rabbit on the rail. Dogs need a good reason to break fast. The majority of winners come from fast breakers from the inside boxes...3,4 and 5. **Consider only those dogs breaking from boxes 3,*4,* and 5. Select the dog which has the best break position, after you divide his positions into his number of starts. If you have any ties select the dog with the best recent finish, if still tied, select the one with the most number of wins, this year and last combined. YOU WILL BET THIS DOG TO PLACE ONLY! Remember we are looking for the best average breaking position, forget the rest of the race.**

The best way to handle Dog Racing, or for that matter, all forms of racing is to make your plays for each racing day. Consider the day's plays to be the first series duration. This way you do not have to attend each and every race. Most tracks have a 9 or 10 race program. The ten consecutive decisions in Table A-l for racing are just a guide. It is best to use just each day as another series, regardless of the exact number of races (or plays). That way you can adjust your bets as needed up or down according to Table A-2, at the end of each racing day, which would be a series duration.

Harness Racing...

Use this system for Harness Racing. You can use all sorts of methods for Harness Racing which you can add, subtract, divide and calculate. But, the best system I have ever seen is not even based on the past performances of the horse, at least not totally, but on the selectors for the racing paper. This system does not work on other forms of racing, but it works perfectly for Harness Racing. I believe it is because those who select for the Daily Racing paper. have more records on their own and therefore have more inside information at hand.

But here it is, and it has worked for me as a perfect companion to PROJECT 202.

Turn to the selection page of the papers handicappers. For each horse which is mentioned to come in first, second, or third, you

will give him one point. Forget the consensus. Use only the single selections for each handicapper. Every time the horse is mentioned to come in one, two, or three. You will give him one point. The horse with the most points is the play, providing he is picked by at least one handicapper to come in at least second (first is okay).If you have a tie, you will turn to the horses past performances and select the horse with the most wins for the past two years. If still tied, the most recent win, still tied, the most recent second. If still tied, pass the race. YOU WILL BET THE HORSE TO PLACE!

The same goes here for your series duration. Use each days plays as one series duration. Then make your adjustments at the end of the day, using Table A-2.

Thoroughbred Racing...

This is the most popular sport in the country. Many would like to be able to visit the track each day, but jobs and daily commitments make that impossible. So You may use this system at OTB or the Race Books as in Nevada. Like the above system, daily attendance for the whole day is not required. This is the best method I have ever seen to use 'with PROJECT 202.

This system requires use of the past performances. After the scratches are known, you will select your plays for sprint races (races under one mile) using these rules...Find the highest speed rating for each horse in either of his last two races...providing they were in a sprint race. Use only the sprint races. Any horse which did not race in a sprint race in either of his last two races can qualify providing he won a sprint race somewhere at sometime in his past. His speed rating for his route races must be no more than 4 points less than the top speed rating. Use only the speed rating, and not the variant.

All horses with a top speed rating of no more than three points under the highest speed rating, will be kept as contenders. You will add points to the contenders in the following manner.

Latest race --------------------	**Two**
Most Wins, lifetime -------------	**One**
Most recent win -----------------	**One**
Most 1st, at first quarter call ---	**Three**
Workout within past 4 days --------	**One**

The horse (from among the contenders) who has the most points, is the play. If you have ties, separate by taking the one with the most total money won (lifetime).

YOU WILL PLAY THE SELECTION TO PLACE ONLY!

The same rule applies about the duration of the series. Use each day as a series duration.

For all forms of pari-mutuel racing, you should know that the capital requirements are the same as for Rating One games. About 100 to each $1 base bet. But *I* would like to suggest you keep you bets higher than $5 or $10 dollars. The cost of attending the races has gone up very high over the last few years. If you cannot afford more now, consider playing OTB if you can',' or if your lucky to live in Las Vegas or Reno, you can play many tracks, with almost no expenses. To attend the track, I would suggest at least $20 bets, even higher if you can.

Keno...

I know many people like to play Keno. But here is a suggest-ion when applying PROJECT 202 to Keno. Play only one or two spot tickets. Use Rating Four for your adjustments. And bet in amounts in which you can increase or decrease easily. You will not hit as often as other Rating Four games, but, you will get odds when you do.

All Other Games...

Under this heading you can put parlor games or party games. Also private bets and such. I once bet a writer I could beat him at flipping coins using my system. After nine hours of flipping coins in a hotel room in Vegas, I won over $900 from him starting with just $50.

Any game you can think of that is not covered here, please write me, and I'll see if I can work out *a* plan for it.

Examples

I will now offer you some examples of using PROJECT 202. You will see how simple it is. The whole trick is in the overall procedure.

We will do a Rating One series first.

We will assume the first series has been played and we started with $500 capital. We have lost $75, and this would be a capital decrease of between 11% to 20%. If we had been betting $20 in the first series, our bets for the next series would be *10%* higher (see 3rd column from the top, Table A-2) or $22.

Now after the second series, we are behind a total of 30% or $150 of our capital. We go to table A-2 and for a capital decrease of over 20% it recommends your bets to be raised 20%, which in this case is $24. So for the third series, we bet $24 on each decision. We end this series with a slight profit, but we are still down $100 or 20% of our total capital. So according to the rules we must double the requirements in table A-2. We look under CAPITAL DECREASE in the 11% to 20% column, since we are minus 20% from our total starting capital, and we see the percentage -of increase as 10%, but we must double it to 20%.

For the fourth series we win over $150, so we are now in a CAPITAL INCREASE situation, since we have a $50 profit. Now for the next series we look under the CAPITAL INCREASE column, and we look at the 6% to 10% section, since we are now ahead $50 which is 10% of the $500 starting capital. Now we can decrease our bets by 10%, so our bets would now be $18.

Can you now see how you can keep going on forever! You ride the waves back and forth. Always making adjustments according to how the series is concluded. When you do make a profit from a series, YOU MAKE ADJUSTMENTS TO DECREASE YOUR WAGERS SO YOD MAY KEEP SOME OF THESE WINNINGS IN RESERVE. So if things go the other way you will draw on the reserve to cover much of any losses you may have!

PROJECT 202 will surprise you so many times as to how you are able to extract a profit from results you would normally lose at. *I* will show you how PROJECT 202 can surpass flat bets even when those flat bets show a profit.

Let us say we are attending the races, and we run into the following results from our betting at the end of the day. Remember, using our racing systems we always bet to place. So we will hit more often.

(see next page)

1st (race)——L	4th———5.00	7th———4.00
2nd—————— L	5th———L	8th———L
3rd———$4.00	6th———L	9th———L

At the end of our first day or series duration we are behind $50 on $20 flat bets. We had a total of $180 in bets and we had $130 returned.

Now let us assume we started with $100 capital using PROJECT 202, and we used $10 bets for the first series. We had a loss of $25. This is a percentage loss of over 20% so we look at table A-2 and it tells us to increase our bets one third. We estimate and raise our wagers to $13 for the second series.

1st———L	4th——L	7th——L
2nd———L	5th——4.00	8th——L
3rd——$5.00	6th——6.00	9th——L

With flat $20 bets we are a total of $30 behind for a overall total of $80.

After the second series with PROJECT 202 we are $19.50 behind for an overall total of $44.50 capital decrease. According to Table A-2 we must make a ***33%*** increase on bets so we bet the same as our last series...$14 ($14 this time, since we bet only 30% last time, we ***will*** make a slight adjustment so overall the percentage will be the same).

The third series...

1st——4.00	4th——4.00	7th——L
2nd——4.00	5th——L	8th——6.00
3rd——L	6th——L	9th——4.00

At the end of the third series we are $40 ahead in flat bets of $20 each. So overall we are now only $40 behind.

With PROJECT 202 we won a total of $28, and at this point we are $16.50 behind, still in a capital decrease situation and now we are in the fourth series. So we must invoke the double percentage rule. Checking Table A-2, under Capital DECREASE we are 16.5% behind from our $100 capital. The recommended percentage increase is 20% so we double it to 40%, which means our wagers will be $14 each for the fourth series. This is what

happened in the fourth series...

1st—6.00	4th—L	7th—4.00
2nd—4.00	5th—6.00	8th—4.00
3rd—L	6th—4.00	9th—4.00

Now on flat $20 bets we are $140 to the good but we still had a loss of $40 to make up, so we ended the total series with a $100 profit.

With PROJECT 202 we won a total of $98.00. We had a loss of $16.50 to make up so we ended the overall series with a profit of $81.50. So with flat $20 bets we won $100. And with PROJECT 202 we won only $81.50. But **wait...LOOK AT WHAT WE JUST DID. WE STARTED PROJECT 202 WITH ONLY $10 BETS...BUT WE STARTED FLAT BETS WITH TWICE AS MUCH...A FULL 100% INCREASE OVER OUR PROJECT 202...THAT'S $20 FLAT BETS. . . REMEMBER!**

Also we never made a bet over $14, but yet we made a profit of only 18% or so less than flat bets. HAD WE STARTED PROJECT 202 WITH $15 BETS, WE WOULD HAVE RISKED THE SAME OVERALL AMOUNT AS FLAT BETS OF $20 EACH BUT WE WOULD HAVE WON MORE MONEY !

Now can you see the beauty of PROJECT 202? It will out-perform flat bets. It is safer than flat bets, because you are risking less overall money. In the long run PROJECT 202 will win more money than flat bets, with less capital!

THIS IS WHY PROJECT 202 CANNOT LOSE OVER ANY REASONABLE PERIOD OF TIME.

The adjustments you will make along with each series will automatically safeguard your capital.

There are many examples of PROJECT 202 performing miracles with the worst results. But you will see this for yourself as you apply PROJECT 202.

Final Thought

I hope PROJECT 202 will be as much of a blessing to you as it has been to me.

I want you to follow this final advice. It will insure your success with PROJECT 202.

Read the entire book, not just once or even twice. Read it as many times as needed, so you understand everything exactly. If there is anything you do not understand, make notes of these items, and then go back over the book looking for the explanation of these things. You will find them fully explained in the book.

Do not withdraw all the money you have in the world and head for the Race Track or Casinos. Slowly use PROJECT 202 whenever you have some time to spend at your favorite game. Risk only small amounts of capital. Be sure of your understanding of PROJECT 202 before you jump in.

Gambling is a very hard life, if that's all you do. Even when you know you will win in the long run, a loss or two can be like a kick in the guts. Use PROJECT 202 to earn you extra money, and then after an extended time you decide if you want the life from what your experiences have been up to then.

Many people cannot make it as a professional gambler, but they are very successful as a part time gambler. I use the word gambler only as a title. Even though you will not be gambling in-the true meaning of the word, each session or series can show any result.

But if you need any help with the book or a clearer explanation, please write me in care of this publishing company. Your letters will be forwarded to me, and I will answer as soon as possible. Please keep your questions clear and do not make them too long. It would help if you would number them also.

Also, please remember when you are playing in the casinos, do not look like too much of a winner, or brag about what you are doing. Past experience has taught me, that it really does not matter what the game is, if the casinos think you are winning from them on a consistent basis, they will not let you play.

The way you make your bets with PROJECT 202, it looks as though you are like any other player. But do not keep the tables with you for everyone to see. Check them in between series away from the pit area, if you must check them at all. It is best to concentrate on just one game each day.

Be careful in life, and don't advertise your success to strangers But above all, be a winner and a winner you will be!

BLACKJACK HITTING AND STANDING RULES

You will follow these rules when playing Blackjack. You must memorize this chart. You must always play the hands according to this chart, and no other way. This chart has been updated with several changes.

If you have a 12 through 16 total... you will always hit your hand when the dealer shows a 7 through Ace.

If you have a 13 through 16 you will always stand if the dealer shows a 2 through 6.

If you have a 12 you will hit when the dealer shows a 2 or 3 . . . you will stand when the dealer shows 4 , 5 , 6 .

If you have a hard total of 17, you will always stand (Hard total means, with no ace). If you have an Ace and a 7 you will hit when the dealer shows 9 or 10.

Always double down on 11.

Always double on 10 when the dealer shows a 2 through 9. When the dealer shows a 10 or Ace... you hit.

Double down on 9 when the dealer shows a 2 through 6. If the dealer shows a 7 through Ace you hit. If you cannot double, then just hit.

Double down on 8 when the dealer shows a 5 or 6, all other cards you will hit. If you cannot double then hit your hand.

If you have an Ace/2 through Ace/5, double down when the dealer shows a 4 , 5 , 6 . All other cards you will just hit.

If you have an Ace/6 you will double when the dealer shows a 2 through 6, If the dealer shows a 7 through Ace you will hit.

If you have an *Ace/1* you will double when the dealer shows 3 , 4 , 5 , 6 . You will stand when the dealer shows a 2,7,8,Ace.

If you have an Ace/8 double when the dealer shows a 6, all others hit.

When you cannot double down on soft totals... and you have an Ace/2 through Ace/6 you will always hit. If you have an *Ace/1* you will always stand...except when the dealer shows a 9 or 10 then you will hit.

Always stand on Ace/8 or Ace/9.

Always split Aces and 8's, for all cards the dealer shows.

Split 2's when the dealer shows a 3 through 7 . . . all other cards... hit.

Split 3's when the dealer shows a 4,5,6 . . . all other cards you will hit. Never split 4's or 5's.

Split 6's when the dealer shows 2 through 6, all other cards hit. Split 7's when the dealer shows 2 through 7, all other cards hit. Split 9's when the dealer shows a 2 through 6 and 8 or 9.All other cards stand. Never split 10's...just stand, you have 20.

Why casino executives fight mathematical gambling systems

Casino Gambling Software: Baccarat, Blackjack, Roulette, Craps, Systems, Basic Strategy

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